# MODLAND Report Back

## **Issues for Plenary**

#### • Data System Issues

- Land group will continue prototyping QA N day test data
- 8 day production testing priority
- Network testing critical enhancement needed in some cases
- MODAPS data to EDC DAAC drop 5A end of August !
- User Services Coordination Needed

#### • 50% land production plan

- tiles selected
- aerosol dependency resolved
- Developing an Integrated Land Schedule
- Land Early Products planning land meeting this pm
- Land PR initiatives land meeting this pm
  - Land POC Eric Vermote
  - SAFARI 2000 Nat. Geographic Justice
  - Global daily carbon balance simulation Running

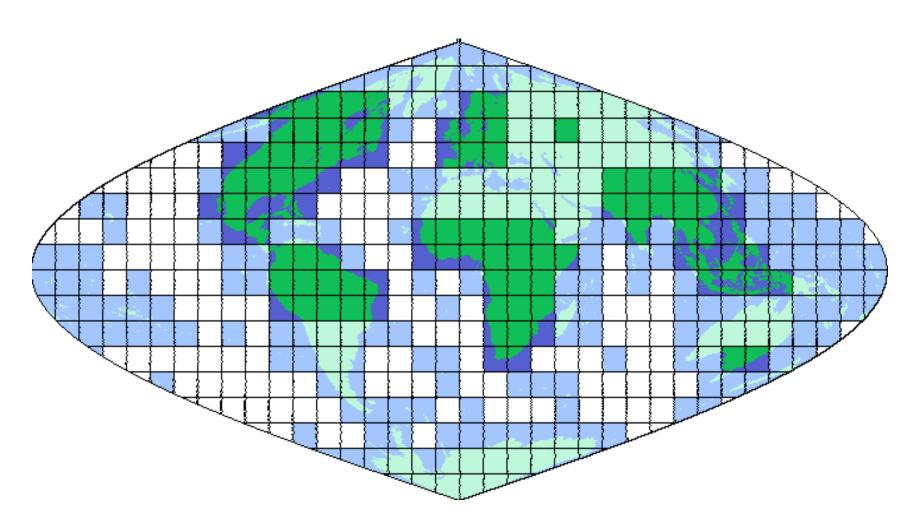
## **Issues for Plenary - Cont'd**

- Validation land meeting tomorrow
  - ER2 Feb 00 coordination
  - CEOS Cal/Val Meeting, May
  - SAFARI coordination Boulder/Gaberone
  - LBA
  - FLUXNET
  - Need help from EDC with AVHRR 1km availability for Val.
- Closer links with other sensors needed
  - including Landsat for validation / cross calibration and science
- Request a schedule for night-time bands 1-4, 8-14
- Propose a "MODIS Early Products Meeting" (L +6)
  - science results need stable time series (science results meeting L + 12?)
  - team needs to undertake early outreach on data products
  - meeting would provide a forum for discussion of:
    - data availability where to get data
    - preliminary product quality QA results L1-L3
    - proposed improvements

## **Land Early Products Strawman**

- First MODIS Image (w. pre launch cal)
- Land Early Images (Launch to L+3 months)
  - 250m Surface Reflectance / Color (2 dates where possible)
  - 500m True Color
  - VI (single date special product)
  - EVI (single date special product)
  - Surface temperature (daily product)
  - Active Fire (Southern Africa, Brazil )
  - Snow cover (Arctic)
- MODIS Global Image reduced resolution
- MODIS/ Landsat Comparison 250m/30m
- MODIS/ AVHRR Comparison -
- MODIS / SeaWIFS Comparison true color
- Images of Opportunity topical events e.g.disasters

#### Land 50% Plan



N.B. Individual tiles can be added to accommodate intensive field campaigns

## **MODLAND Overall Timeline**

